USER MANUAL

(Revision EN-1.2.0)

CARECKON™

ANALOG87

series

USER MANUAL

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Some screenshots in this manual may show the interface of 3rd party products that are not delivered with this eaReckon product.

In addition, screenshots included in this manual may differ from the actual product.

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Credits

Conception, Development & Artwork **Philippe DECUYPER**
English manual correction **John BRANER, Brad HOLLAND & Dave MODISETTE**

EQ Tips courtesy of **Computer Music magazine – www.computermusic.co.uk**

BETATESTERS

Far more than just a dream team of bug hunters... **THANK YOU SO MUCH!**

Kevin AFFLACK, Damian BLUNT, John BRANER, Serge GORA, Jörg HARKENER, Brad HOLLAND, Joris HOLTACKERS, Scott HUDDY, Dax LINIERE, Theodore MANDYLAS, Rogue MARECHAL, Jerry MATEO, Dave MODISETTE, Eric MUELLER, Wilfredo NANITA, Mehdi OCCY, Dieter POLLATSCHEK, Marco SPIES.

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Benoit DELAPORTE

This software uses the following technologies:

- **VST** Plug-In Technology by **Steinberg Media** Technologies GmbH.

- Audio Unit version implemented using **Symbiosis** version 1.2
  Copyright (c) 2010 - **NuEdge Development / Magnus Lidström**. All rights reserved.
  Symbiosis is released under the "New Simplified BSD License".

Introduction

The ANALOG87 series features 6 VST/AU plugins for Windows and Mac OSX.

These have been designed and fine tuned "by human ears" and except for PR-EQUA87, you will not get a lot of visual feedback from them... just good sound.

They have been thought with this idea in mind: "**Your ears deserve trust!**"

Not too long ago, we were listening to our mixes with our eyes closed, trying to get the most information from our trained ears.

We were not afraid of digital artefacts. No lights were blinking telling us how bad our equalization was and we were talking about how warm, smooth and punchy the music was and not how red, blue, and yellow it could be.

Of course as time progressed, our computers provided visual feedback, making it easier for us to find mistakes that would have previously taken 10 hours of repeated listening to detect.

As musicians, we started to use both our ears and eyes to mix music, discovering how you interact with an effect can be almost as important as how it sounds.

All of this is very subjective, though.

During the development of the ANALOG87 series of plug-ins, sound has been the top priority with the interface designed around the workflow of an old school engineer.

Of course we have applied some contemporary updates making them much easier to use and saving you the inconvenience of climbing behind a console to plug cables into the back of a sidechain compressor.

I hope you will enjoy these plugins as we do.

Philippe DECUYPER

System requirements

PC:

Operating system:	Windows XP, Windows Vista or Windows 7 (32 or 64 bits)
Processor:	Pentium IV or Athlon (minimum)
RAM :	1 Gb (recommended)

Mac:

Operating system:	Mac OS X (10.5+)
Processor:	Intel Core 2 Duo (recommended)
RAM :	1 Gb (recommended)

The ANALOG87 series is a set of 32/64bit VST plugins for Windows and 32/64bit VST/Audio Unit plugins for Mac.
A compatible host is required to load them.
Internet access is required to authorize the software (if the plugins are installed on a computer that is not connected to the internet, you can use another computer to get authorization codes).

Installation

Each plugin of the ANALOG87 series is installed through a separate application. Please double click on the setup file that matches your system and you will be guided through the installation process.

The installation of a plugin implies the acceptation of the End User License Agreement (EULA).

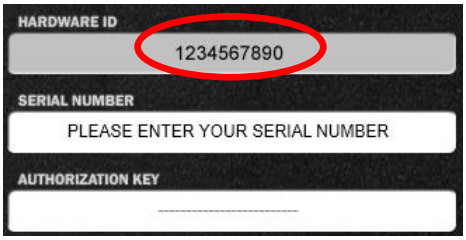
Demo version

Once installed, the demo versions are ready to use.
Please Note: This manual is related to the full versions with some features described here unavailable in the demo versions. As the demo and full version are different executable files, there's no ability to "transform" the demo versions to full versions.
If you wish to purchase full versions of these plugins, please go to www.eareckon.com. A link to full versions setup applications will be sent by email after your purchase is completed.

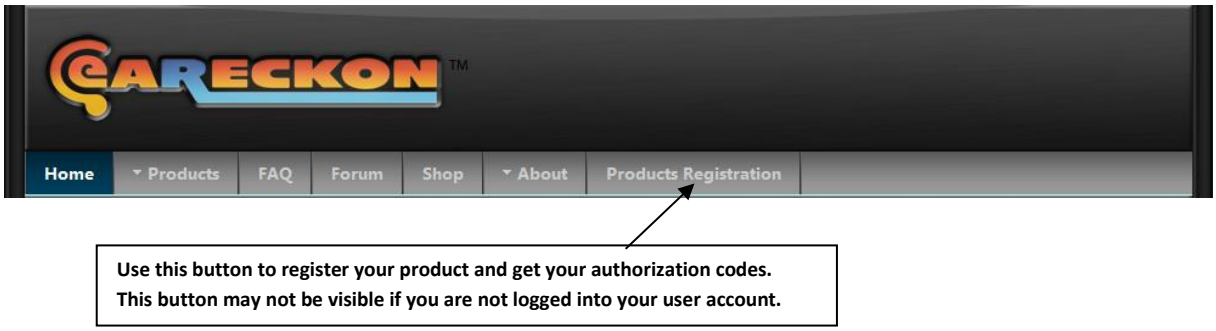
Full version

How to authorize the software by using codes

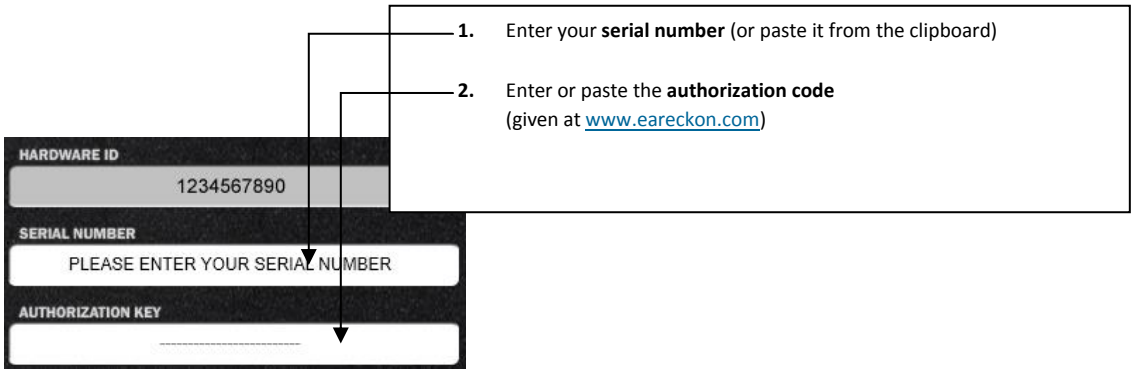
1. Before using an eaReckon plugin, you need to register and authorize it. To do so please **load** the **plugin** in your favorite host. The plugin will display your **Hardware ID**.



2. Go to www.eareckon.com.
   Create and/or log into your **user account** to **register** your product and get your **Authorization Code** (your Hardware ID is required).
   Your **customer account** (used to purchase products from the online shop) and your **user account** (used to register and authorize your products) are different things.



3. Enter your **serial number** and **authorization code** in the plugin.


1. Enter your serial number (or paste it from the clipboard)
2. Enter or paste the authorization code (given at www.eareckon.com)
HARDWARE ID
1234567890
SERIAL NUMBER
PLEASE ENTER YOUR SERIAL NUMBER
AUTHORIZATION KEY

How to authorize the software by using a Key File

Once your serial number registered in your eaReckon user account and as soon as your personal information will have been (manually) checked by eaReckon, a Key File will be available in your « Products Registration » page at www.eareckon.com.

This file is an easy way to authorize the software on several computers without having to request a new authorization code. Validity of this key file is not time limited.
This file does not contain explicit personal data. However, eaReckon will have the possibility to identify the user who downloaded this "watermarked" file.
You are responsible for making sure this file do not get into illegal circulation.

To authorize the software by using a Key File, please press the « Load Key File » button and select your Key File (downloaded from your user account at www.eareckon.com).

Thank you for taking the time to install and authorize your product!

SD-COMP 87

Sidechain Compressor

Input Section

This plugin features 2 inputs pairs. By default, only the first pair should be immediately used by your DAW and the plugin will act as a classic compressor.

If you want to use another audio source as reference, you will have to assign the second inputs pair (cf. user manual of your DAW or host software). The direct signal (first inputs pair) will then be processed depending on the signal received from the sidechain (second pair).

If « Sidechain » is engaged in the « Reference » section, the left meter will measure level of both left and right “direct” channels combined into a mono signal and the right meter will measure the sidechain level.
Otherwise, if “Sidechain” is not engaged, levels of left and right channels of the direct signal will be respectively measured by left and right meters.

Reference Section

Changing parameters in this section will not affect the direct signal, only the audio “reference” used to trigger the behavior of the compressor.

As mentioned above, the “Sidechain” switch lets you use another audio source as “reference”.

Whether it be « direct » or « sidechain », the reference can be processed in order to tweak action of the compressor. For example, by setting “Hi Cut” to a low enough value, you will have a chance to trigger the compressor from a kick drum (even if it is mixed with other instruments).

This section has been provided for triggering precision, but it can also be used for creative purposes.

Compress Section

This section gives access to the usual controls of a compressor effect.

By default, SD-COMP87 acts as a “Hard Knee” compressor.
Since version 1.1.1, a “SOFT” switch can be used to activate the “Soft Knee” mode.
In this mode, the bend in the response curve will have a rounded edge instead of being a sharp angle. This mode helps to get a less audible change when the compressor enters in action. It is especially noticeable when a high ratio has been set.

SD-COMP 87 features an integrated brickwall limiter. With this limiter activated, the output level will not exceed 0dB.

Output Section

The « Dry / Wet » knob lets you mix « direct » and processed signals. By using this knob, it is very easy to obtain a parallel compression without the need of an auxiliary bus.

The output section features a level meter so you can always keep an eye on the output level.

Specifications

Threshold:	-90 -> 0 dB
Attack:	0.5 -> 500 ms
Release:	50 -> 2500 ms
Ratio:	1:1 -> 10:1

SD-GATE 87

Sidechain Gate and "Duck"

Input Section

This plugin features 2 inputs pairs. By default, only the first pair should be immediately used by your DAW and the plugin will act as a classic gate.

If you want to use another audio source as reference, you will have to assign the second inputs pair (cf. user manual of your DAW or host software). The direct signal (first inputs pair) will then be processed depending on the signal received from the sidechain (second pair).

If « Sidechain » is engaged in the « Reference » section, the left meter will measure level of both left and right “direct” channels combined into a mono signal and the right meter will measure the sidechain level.
Otherwise, if “Sidechain” is not engaged, levels of left and right channels of the direct signal will be respectively measured by left and right meters.

Reference Section

Changing parameters in this section will not affect the direct signal, only the audio “reference” used to trigger the behavior of the gate.

As mentioned above, the “Sidechain” switch lets you use another audio source as “reference”.

SD-GATE 87 is a stereo effect. The “Link L/R” option can be used to link left and right channels of the reference signal in order to simultaneously trigger the effect on both channels of the processed signal.

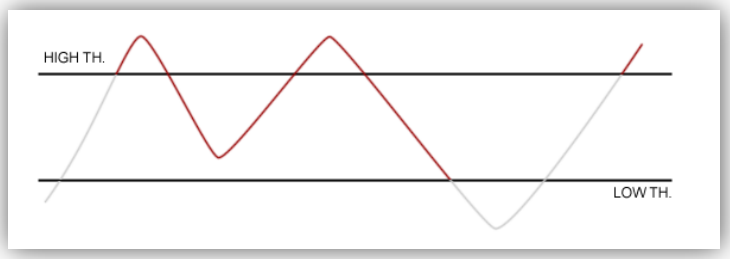
Whether it be « direct » or « sidechain », the reference can be processed in order to tweak action of the gate. For example, by setting “Hi Cut” to a low enough value, you will have a chance to trigger the gate from a kick drum (even if it is mixed with other instruments).

This section has been provided for triggering precision, but it can also be used for creative purposes.

Gate Section

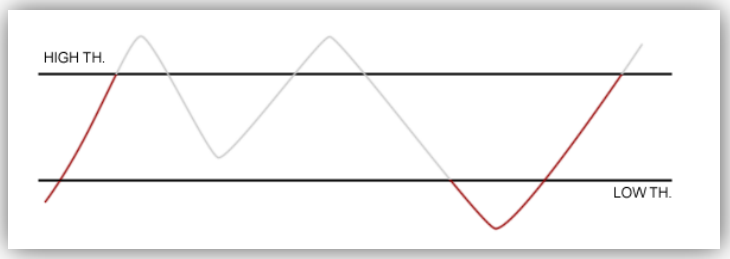
Gate and Duck modes

1. In "Gate" mode, SD-GATE 87 allows the audio signal to pass through only when it goes above the high threshold.
   If this audio signal fails below the low threshold, the gate is closed and outputs become silent.



« GATE » Mode

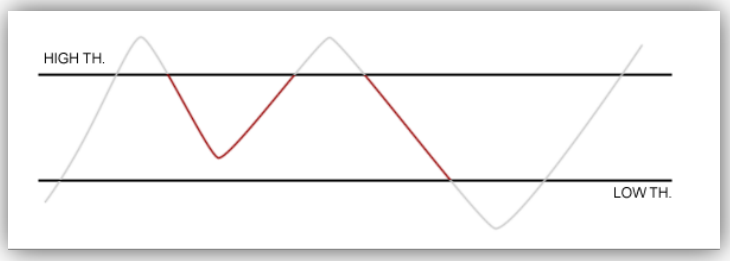
2. In "Duck" mode, SD-GATE 87 works the exact opposite way from "Gate" mode, as far as high and low thresholds are linked. In this mode, the audio signal is allowed to pass through when signal goes below the low threshold, closing the "gate" when the signal goes above the high threshold.



« DUCK » Mode
Linked thresholds

3. In "Duck mode" you can also make SD-GATE 87 behave differently by unlinking high and low thresholds.
   This mode is by far the most difficult to comprehend but it is particularly useful when applied to "one shot" sounds (drums, percussions, …). By applying a classic "Duck" effect to such a sound, you usually get an unwanted snappy "click" just before the sound is cut. This is because the attack of a percussive sound is still low enough to pass through.
   In this mode, the gate will be closed if the signal crosses down the low threshold until this signal crosses down the high threshold.
   This can be very practical if you want to feed a special effect (a reverb, for example) with the last part of this sound only.

   Basically, this mode helps to get the gate opening only when the reference level goes from high to low and not the opposite.



« DUCK » Mode
Unlinked thresholds

Thresholds

The most critical parameters of the gate section are probably the two Thresholds which are used to define “when” the gate is closed or open.

For more information about these parameters, please refer to the previous section (“Gate and Duck modes”).

Envelope

This three parameters let you define how fast the gate will be opened (attack), the minimum amount of time the signal must pass through once the gate opened (hold) and how fast it will be closed (release).

Range

This parameter can be used to define the level reduction which is applied by the gate. If this value is set to –inf.dB (default value), outputs are silent once the gate is closed.

Output Section

The output section features a level meter so you can always keep an eye on the output level.

Specifications

Threshold:	-90 -> 0 dB
Attack:	0.1 -> 500 ms
Release:	5 -> 2500 ms
Hold:	0 -> 2500 ms
Range:	-inf. -> 0 dB
Tail:	-90 -> 0 dB

MD-GATE 87

MIDI Gate and "Duck"

SD-GATE87 vs MD-GATE87

MD-GATE87 is a MIDI version of SD-GATE87.
It features a MIDI input, one input pair, one output pair but no sidechain input.

When the MIDI switch is 'off', MD-GATE87 works exactly as SD-GATE87 (with its sidechain switch turned off).

In this part of the manual, we will focus on MD-GATE87's MIDI functionality.
For more information about common SD-GATE87 and MD-GATE87 controls, please refer to the chapter related to SD-GATE87.

MIDI Switch

Please turn on the MIDI switch to access a new set of controls in the 'Reference' section.

Once the MIDI switch turned on, the *internal* sidechain input of the gate is fed by a pseudo-audio signal generated from a defined MIDI note (instead of the audio signal coming from the stereo audio input).

The VU-Meter in the reference section gives an indication on the level of the generated pseudo-audio signal. The velocity value also appears in the bottom right corner each time the assigned note is played.

MIDI Learn

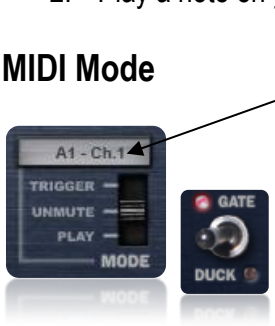
Only one MIDI note can control the effect. This way, it is possible to assign a specific note to different instances of MD-GATE87.

To assign this MIDI note, please use the 'Learn' function:

1. Turn on the 'Learn' switch:

2. Play a note on your MIDI controller to assign it.

MIDI Mode



In ***Gate mode***, you can select the following MIDI modes:

"**Trigger**": the strength of the "pseudo audio" signal depends on the MIDI velocity. You can then trigger the gate depending on the MIDI velocity.

"**Unmute**": the MIDI velocity is ignored here and the level of the "pseudo audio" signal always matches something that is just above the defined 'High Threshold'. Playing the assigned note will always trigger the gate.

"**Play**": This mode is quite similar to the "Unmute" mode except that the output level is adjusted depending on the MIDI velocity.

In ***Duck mode***, the following MIDI modes are available:

"**Trigger**": the strength of the "pseudo audio" signal depends on the MIDI velocity. You can then trigger the gate depending on the MIDI velocity.

"**Mute (A)**": the MIDI velocity is ignored here and the level of the "pseudo audio" signal always matches something that is just above the defined 'High Threshold'. Playing the assigned note will always close the gate.

"**Mute (L)**": This mode is quite similar to the "Mute (A)" mode except that the gate will be closed only if the velocity of the played note is lesser than the 'High Threshold' (after MIDI to Audio conversion).

Specifications

Threshold:	-90 -> 0 dB
Attack:	0.1 -> 500 ms
Release:	5 -> 2500 ms
Hold:	0 -> 2500 ms
Range:	-inf. -> 0 dB
Tail:	-90 -> 0 dB

BW-LIMIT 87

Brickwall Limiter & Maximizer

Input Section

The « Drive » parameter can be used to control input level.
Level meters measure left and right channels of the incoming audio signal.

Limit Section

BW-LIMIT 87 is a stereo effect and it is possible to process left and right channels independently (using the same settings). In most cases, though, you will probably keep “Link L/R” engaged in order to preserve spatial coherence (stereo image).

The output level depends on 3 parameters: “Threshold”, “Maximize” and “Level” (output section). When “Maximize” is activated and “Level” is set to 0dB, the “Brickwall” specification of BW-LIMIT 87 indicates that the output level will never exceed the defined “Threshold”.

With « Maximize » activated, it is possible to maximize the volume without introducing unwanted artifacts, but again, BW-LIMIT 87 being a brickwall limiter, the volume will not exceed the defined output “Level”.

For example, if you want to maximize the volume but do not want it to exceed -0.3dB, you can set the effect as is:

1. Engage « Maximize »
2. Set « Level » to -0.3dB
3. Progressively set the « Threshold » value down until some LEDs start to lit.

« **Release** » determines the time it takes for the applied limiting to stop, when the signal goes below the threshold. This parameter can be used, for example, to avoid (or accentuate) “pumping” effects. A short release time will make the limiter “pump”. A longer time will provide a smoother response.

No “Attack” parameter?

BW-LIMIT 87 does not have any “Attack” parameter. With an extremely short attack time, a limiter can act as a “brickwall” but may also generate distortion. Raising the attack time helps to avoid this unwanted distortion but in this case, the output volume can go above the desired level and the limiter loses its eventual “brickwall” property.
BW-LIMIT 87 has a tested fixed attack time combined to a hard-coded “look-ahead” capability which preserves its “brickwall” specification while avoiding unwanted distortion.
This functionality introduces a very small delay, but it is small enough to make BW-LIMIT 87 work as expected.

Section « Output »

“Drive” lets you set the input level.

“Level” is used to set the output level.
Combined to the « Maximize » function, this knob can be used to maximize volume while limiting it to a desired level.

Level meters measure left and right channels of the output audio signal.

Specifications

Drive:	-50 -> +50 dB
Release:	5 -> 500 ms
Threshold:	-50 -> 0 dB

PR-EQUA 87

4-Band Parametric Equalizer

Frequency Analyzer

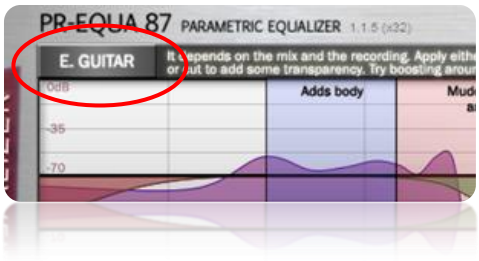
PR-EQUA 87 is the only plugin of the series to overcome the idea of a limited visual feedback.
Actually, during the long testing phase in real situations, it has been decided to integrate a useful but optional frequency analyzer.
If this tool is too distractive to set the effect “by ear”, you can disable it from a click on the “Analyzer” switch.

The multicolor curve is a visual representation of your settings.
The real-time frequency analysis appears in red (left channel) and blue (right channel).
The purple part is common to right and left channel.
Please note that only the output signal is analyzed.

Equalization

You can turn off the equalization using the « EQ » button (top-left).
Equalization settings appear in the bottom part of the interface.

EQ Tips



By clicking on the “Tips” button, you will access graphically presented advices on how to EQ different types of sound.

Integrated limiter

PR-EQUA 87 features an integrated limiter. When this limiter enabled, the ouput level will not exceed 0dB.

Specifications

Gain:	-24 -> +24 dB
Q:	0.4 -> 10
LF Freq:	20 -> 450 Hz
LMF Freq:	120 -> 1200 Hz
HMF Freq:	1200 -> 8200 Hz
HF Freq:	1500 -> 16000 Hz
Input Level:	-24 -> +24 dB
Output Level:	-24 -> +24 dB

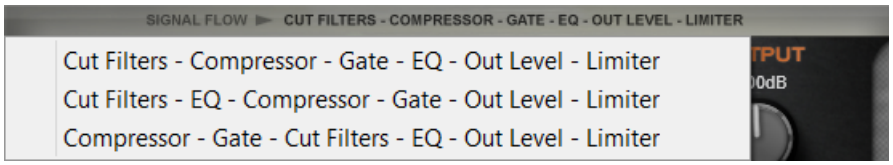
CS-STRIP 87

Channel Strip

CS-STRIP 87 is equivalent to a channel strip coming from a high grade mixing console.
It is made of condensed versions of the 4 other plugins of the series.

Integrated effects and the way they are linked to each other provide an all-in-one tool that should suit most mixing situations.

You can define the order in which effects are linked to each other by selecting a specific '*Signal Flow*':


SIGNAL FLOW
CUT FILTERS - COMPRESSOR - GATE - EQ - OUT LEVEL - LIMITER
Cut Filters - Compressor - Gate - EQ - Out Level - Limiter
Cut Filters - EQ - Compressor - Gate - Out Level - Limiter
Compressor - Gate - Cut Filters - EQ - Out Level - Limiter

Four of the integrated effects can be disabled which helps to keep control on CPU usage.

Should you need more information about integrated effects, please refer to the other chapters of this document.

Specifications

Compressor

Threshold:	-90 -> 0 dB
Attack:	0.5 -> 500 ms
Release:	50 -> 2500 ms
Ratio:	1:1 -> 10:1

Gate

Threshold:	-90 -> 0 dB
Attack:	0.1 -> 500 ms
Release:	5 -> 2500 ms
Hold:	0 -> 2500 ms
Tail:	-90 -> 0 dB

Equalizer

Gain:	-24 -> +24 dB
Q:	0.4 -> 10
LF Freq:	20 -> 450 Hz
LMF Freq:	120 -> 1200 Hz
HMF Freq:	1200 -> 8200 Hz
HF Freq:	1500 -> 16000 Hz
Input Level:	-24 -> +24 dB
Output Level:	-24 -> +24 dB

Limiter

Threshold:	-inf -> 0 dB

CONTROLS MANIPULATION

Level meter

Peak indicator
Indicates if the level is above 0dB (red zone).

Level meter
Click on this zone to disable both the level meter and the peak indicator.

Knob

Value
Click on this label to manually enter a value.
Note: Some controls do not feature this option.

Knob
Combining mouse actions to specific keys, you will access extra control possibilities:

Shift +Left Click : Precision
Ctrl + Left Click : Default value

Appendix: End User License Agreement (EULA)

IMPORTANT LEGAL NOTICE

CAREFULLY READ THE FOLLOWING LEGAL AGREEMENT BEFORE YOU START USING THE SOFTWARE. BY INSTALLING, COPYING, OR OTHERWISE USING THE SOFTWARE, YOU CONSENT TO BE BOUND BY THE TERMS AND CONDITIONS OF THIS AGREEMENT.

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Philippe DECUYPER
(registered as an « auto-entrepreneur » - SIRET 518.286.794.00020)

E-mail : info[AT]eareckon[DOT]com
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